TIGER®

MODEL 71-527
7152701IWTIE-01

WHEEL OF FORTUNE® 2

WHEEL
OF
FORTUNE

game.com™

CONTENTS

Getting Started Quickly	2 – 6
Introduction	6
Playing the Game	6 – 13
The Game	14 – 18
Defect & Damage	18
Warranty	19

01-HB078-9705

QUICK PLAY

This WHEEL OF FORTUNE game.com game cartridge is based on the popular TV game show. We recommend that you read through all of the instructions to get the most out of it. But, if you can't wait, here are "quick start" instructions to help you on your way.

OBJECT

Your goal is to have the most money at the end of 3 rounds and thereby make it to the Bonus Round. To do this, you must correctly pick the letters used in each puzzle. Every time you pick a correct letter, you win the dollar amount on the Wheel during your spin. All the money you collect will be added to your total if you solve the entire puzzle before your opponent does. The contestant with the most money at the end of 3 rounds will be declared the winner and be allowed to play the BONUS Round.

HOW TO PLAY

Make sure your game.com system is OFF. Insert the WHEEL OF FORTUNE cartridge into cartridge slot 1. Turn on game.com. Press CARTRIDGE on the Main Menu Screen. After a brief WHEEL OF FORTUNE animation, you will find yourself at the WHEEL OF FORTUNE CONTESTANT Screen. Press either ONE, TWO or THREE for the number of people playing.

Next you choose what your character will look like. Touch the faces onscreen to cycle through the choices. Once you're satisfied with your character, use the stylus to press ENTER to begin play.

There are 4 rounds in WHEEL OF FORTUNE. Letter values increase in each round. The fourth round is the Bonus Round and only playable by the overall winner.

As you begin round 1, notice that the puzzle clue appears just under the letter grid. This clue tells you the type of puzzle that you are trying to solve.

Now it's time to spin the WHEEL OF FORTUNE!

Touch SPIN to spin the wheel. The wheel will eventually come to rest on a value. If the wheel comes to rest on "Lose A Turn" your turn will be over and the next player takes a spin. If the wheel stops on "Bankrupt," not only will you lose your turn, you'll also lose all the money you had collected so far in that round. If "Free Spin" comes up, and you correctly guess a letter of the puzzle, you will be rewarded with a "Free Spin" chip. This chip will be traded in automatically for another spin of the wheel if you ever fail to guess a correct letter to the puzzle or if you land on "Lose a Turn" or "Bankrupt."

If you land on a money value, you may choose a letter from the keyboard. If the letter chosen is in the puzzle, it will be revealed and you will win the dollar amount that appeared on the wheel. If the letter chosen is not in the puzzle, your turn will be over and the next person may spin.

During your turn you may only select consonants; vowels must be bought. If you wish to select a vowel, touch BUY. Vowels cost $250, so you must have earned that much in order to be able to purchase one.

Once you think you are able to solve the puzzle entirely, touch SOLVE. Here you must fill in all the blanks to the puzzle before the timer expires. Once all the blanks are filled in, press ENTER to lock in your choice. If you are correct, you will win all the money you have collected in that Round. If you are incorrect, you will lose your turn and the next person may spin.

The contestant with the most money at the end of 3 Rounds is the winner. The winner will then play a Bonus Round. The prize for the Bonus Round is selected by choosing a letter from the word "WHEEL." The prize will be revealed after the round is complete.

The consonants R, S, T, L, N and the vowel E are automatically revealed in the Bonus Round to help solve the puzzle. You can then enter 3 additional consonants and 1 additional vowel, which will appear in the appropriate place in the puzzle. You will then have 30 seconds to solve the puzzle. If solved correctly, you will win the prize.

INTRODUCTION

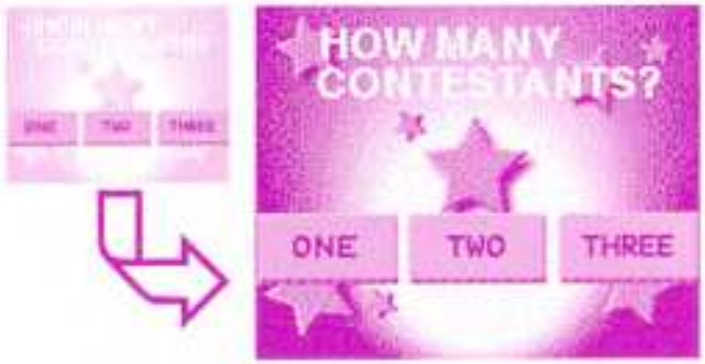
Welcome to WHEEL OF FORTUNE! This game is based on the ever-popular TV game show. We've packed all the wheel-spinning, vowel-buying, puzzle-solving action of the original into this game.com version. Are you ready to give the wheel a spin?

PLAYING THE GAME

Getting Started

Make sure your game.com is OFF. Insert the WHEEL OF FORTUNE cartridge into cartridge slot 1. Turn your game.com on. Press CARTRIDGE on the Main Menu Screen. After a brief WHEEL OF FORTUNE animation, you will find yourself at the WHEEL OF FORTUNE CONTESTANT Screen. Press either ONE, TWO or THREE for the number of people playing.

There will always be a minimum of two contestants per game. If you select one contestant, the remaining player will be computer controlled. If you select Two or Three, all the contestants will be human.



Choose how many players will compete.

Next choose what your character will look like. Touch the faces onscreen to cycle through the choices. Once you are satisfied with your character, touch ENTER to begin play.

Touch here to cycle through the face choices.

The puzzle category offers an important clue.

The category of the puzzle will appear under the puzzle grid. This will help you solve the puzzle as you begin to play. There are 19 different categories of puzzles.

Now you're ready to begin playing Wheel of Fortune!

The Buttons

During the first 3 rounds of play, players take turns spinning. When it's your turn, you have the choice to SPIN, BUY or SOLVE. These buttons are located on the keypad on the screen.

Touch here to SPIN the Wheel.

At the beginning of each round you should always choose to SPIN.

Press here to BUY a vowel.

Once you have earned at least $250, you may choose to BUY vowels. As on the television show, each vowel costs $250.

Once you believe that enough letters in the puzzle are revealed you may try to SOLVE the puzzle. Use the keypad to type in your answer, starting with the first letter missing in the puzzle and then continuing in order. If the same letter appears twice or more in the puzzle, you will need to input it the exact number of times while in SOLVE mode.

If you decide you want to restart entering your answer, touch CLEAR. This will erase all of the letters that you have entered and allow you to start over.

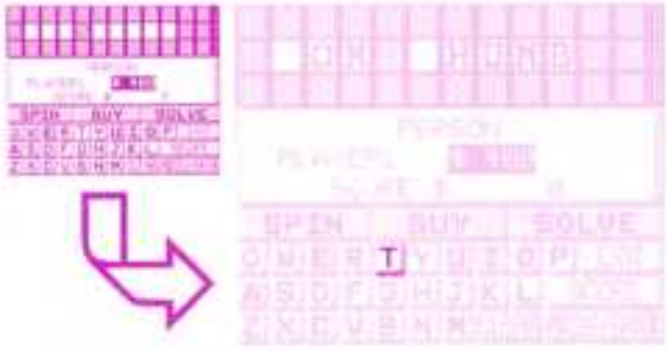
Touch this button when you can SOLVE the puzzle.

Touch the CLEAR button to erase your answer and start again.

The Spin

Player 1 begins round 1 by touching SPIN. This will set the Wheel in motion. When it stops spinning, the wheel will usually land on a dollar amount. Use the keypad to type in a consonant you believe fits in the puzzle.

The letter you select will appear toward the middle-right of the screen. If you guess a correct consonant, you will hear a bell ring and the consonant will show up in its proper spots in the puzzle. You will also be awarded with the dollar amount spun on the wheel. Guessing correctly also allows you to keep your turn.



When you correctly guess a consonant, you will hear a bell and the letter will appear in its correct position

When you guess a correct consonant, for instance a "T," all "T's" in the puzzle will appear and you will receive the full dollar amount for each "T." Therefore if you spin the wheel and the dollar amount is $400, if you guess the consonant "T" and there are two "T's" in the puzzle, you are awarded $800 in addition to seeing the location of both "T's" in the puzzle.

If you guess an incorrect consonant, you will hear a buzzer, you won't win any money AND you lose your turn. The spin then passes to the next player.

Keeping the Spin

You may continue spinning and earning money until:

*You choose a letter that is not in the puzzle.
*You incorrectly try to solve the puzzle.
*You spin the wheel and land on LOSE A TURN or BANKRUPT.
*There are no consonants left in the puzzle.

This represents your Free Spin.

When you spin and land on BANKRUPT, you lose your turn and the money you earned in that round.

When you spin and land on LOSE A TURN, you lose your turn.
When you spin and land on FREE SPIN, you have the opportunity to earn a FREE SPIN. If you guess a correct consonant, the Free Spin will be yours. You must guess correctly or the Free Spin will not be given to you. As soon as you lose your turn, the Free Spin will be traded in automatically so that you may continue on with your turn.

Buying a Vowel

Once you have earned $250, you may touch BUY to buy a vowel. Each vowel costs $250. If there is more than one of that vowel in the puzzle, it still only costs $250. As with consonants, as soon as you type in a vowel, it appears in the middle-right of the screen, then you will hear a bell and the vowel will appear in the puzzle if you are correct. When you choose a correct vowel, you KEEP the spin.
If you select an incorrect vowel, you hear the buzzer and the spin passes to the next player.

Solving the Puzzle

When you think you can solve the puzzle, touch SOLVE. After pressing the button, use the keypad to enter all the remaining letters of the puzzle. The first letter you type goes in the first blank letter spot. Even if a letter is repeated, you must type it in again in its correct position. If you make a mistake and want to restart your answer, touch CLEAR. This will erase all of the letters you have typed in previously. When you are satisfied, touch ENTER. Remember, this is timed, so enter the answer quickly. If you solve the puzzle correctly, you win all the money you've acquired during the round. If you solve the puzzle with no money or less than $250, you receive the "House Minimum" of $250. Players who do not solve the puzzle do not get to keep the money they've acquired during that round.

The Bonus Round

There are 3 regular rounds of play. The player who wins the most money during the first 3 rounds plays the BONUS ROUND.
NOTE: In the case of a tie, the win will go to Player 1. (So choose your position in the game carefully!)

The word WHEEL will appear on screen. The player selects one of the letters in the word WHEEL. This will uncover the final prize that the player will try to win.

Select your Bonus Round prize here!

Once the prize is selected, the puzzle will appear on screen. The consonants "R," "S," "T," "L," "N," and the vowel "E" are automatically supplied in the Bonus puzzle. These letters will be shown on screen in their proper place in the puzzle. You will then choose 3 more consonants and one additional vowel.

You do not need to press ENTER after choosing your three consonants and one vowel. The computer will automatically put them in the puzzle if they are correct.

The Timer will start immediately, so try to solve the puzzle as quickly as possible. Touch ENTER when you have typed in all the letters to the puzzle. If you solve the puzzle correctly you will win the bonus prize.

It's that easy!

THE GAME

The Wheel

This game is structured like the television show. Players take turns spinning the wheel and guessing letters of the puzzle. Dollar amounts are assigned to each section of the wheel. For each letter that you guess correctly, you will receive that amount. For example, if the wheel lands on $500 and you select the letter "T," and the puzzle includes 3 "T's," you would receive $1500 ($500 for each of the 3 "T's").
Also found on the wheel are "Bankrupt," "Lose a Turn" and "Free Spin."

Values on the wheel are as follows

$500	$750	$600	Bankrupt
$5000	$400	$2500	Lose a Turn
Free Spin	$300	$900	$250

Note: The $2500 value will not become available until round 2 of a game. The $5000 value will not become available until round 3.

If the wheel lands on "Lose a Turn," the player loses that turn.

If the wheel lands on "Bankrupt," the player loses that turn AND all of the money he has accumulated so far in that round.

If the wheel lands on "Free Spin," and the player correctly picks a letter that is in the puzzle, a free spin chip is awarded. This is represented by an asterisk (*) that appears just after the Player's number.
The Free Spin will be automatically traded in if the user loses a turn by picking an incorrect letter, landing on "Lose a Turn" or landing on "Bankrupt."
No monetary value is assigned to "Free Spin."

Remember, if you land on "Free Spin," you must make a correct letter selection to get the actual free spin award.

The Keypad

The keypad, located below the puzzle grid, is used to enter letters. This pad has all 26 letters of the alphabet plus these specialized keys:
Spin, Buy, Solve, Puzzle/Enter, Clear, Score, Exit

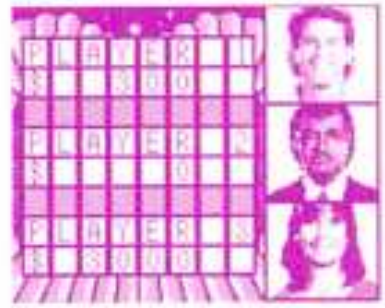
Touch "Spin" to bring the Wheel into view and start the spin.

If you have the at least $250 accumulated you may attempt to purchase a vowel. Each vowel costs $250. If you correctly guess (BUY) a vowel in the puzzle, $250 will be deducted from your account. This deduction is the same, regardless of whether the vowel you select appears 1 time or multiple times. If you select an incorrect vowel, you hear the buzzer and the spin passes to the next player.

Touch "Solve" when you think you can fill in all the blank letters of the puzzle. You will have 30 seconds to fill in all the blanks in the entire puzzle. The first blank letter will be flashing. Press the letter you think goes there. Repeat this procedure with subsequent blanks until they're all completed. When you are satisfied with your selections, press "Puzzle/Enter."

While solving the puzzle, you may decide that your answer is incorrect. If you wish to erase all of the letters that you have entered, touch "Clear." This will clear the all the letters you've entered and allow you to start again. Remember, however, that the timer will not restart.

During the game, you may wish to know the score of all the players. If so, touch "Score." This will take you to the Score Screen, where all of the players' scores are kept.



Keep tabs on the all the contestants' scores here

If, at any time, you wish to stop the game, touch "Exit." You will be asked to reconfirm your choice. Doing so will allow you to restart a game from the beginning or exit Wheel of Fortune entirely.

The Puzzles

You should always try to remember the puzzle category.

There are 750 puzzles included in this version of Wheel of Fortune. These puzzles will be included in 1 of 19 different categories: Before and After, Phrase, Thing, Things, Person, Proper Name, Proper Names, People, Event, Same Name, Landmark, Quotation, Family, Title Author, Occupation, Title, Place and Fictional Character and Fictional Characters.

DEFECTIVE CARTS

If you find that your new WHEEL OF FORTUNE 2 **game.com** cartridge is damaged or non-functional, DO NOT RETURN THE GAME TO THE STORE. The store will not have replacement cartridges. Instead write to us at:

TIGER ELECTRONICS REPAIR CENTER
980 Woodlands Parkway
Vernon Hills, Illinois 60061 USA

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to repair or replace your cart promptly.

90 DAY LIMITED WARRANTY

Tiger Electronics, Inc. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S. $10. Payments must be by check or money order payable to Tiger Electronics, Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061 U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIVES OR CLAIMS OF ANY NATURE SHALL BEBINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If your product is not working properly, or if you have any questions and/or comments, please call us toll-free at 1-888-TIGR-SOS, and a service representative will be happy to help you.

WHEEL OF FORTUNE is a registered trademark of Califon productions, Inc.
© 1997 Califon Productions, Inc. All rights reserved.
®, TM, & © 1997 Tiger Electronics, Inc. All rights reserved.

TIGER ELECTRONICS, INC.
980 Woodlands Parkway
Vernon Hills, Illinois 60061 USA

www.game.com

© 1997 TIGER ELECTRONICS (UK) LLC.
Belvedere House, Victoria Avenue
Harrogate, North Yorkshire HG1 1EL, England.